SUPERB SPECIAL SATURN TOP-TEN ISSUE!

100% Sega Gaming! £3.95

Sega Pro

● Issue 62 ● Oct '96 ● Saturn ● Mega Drive ● Mega 32X ● Game Gear ● Arcade

Long live the Saturn!

Who says that the Saturn is dead? We take a look at the ten best games on the Saturn and give you the most comprehensive reviews on each!



The Saturn Top 10 featured inside!

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Issue 62

Con[tents]

October 1996

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THERE'S BEEN A REVOLUTION AT SEGA PRO THIS MONTH. AFTER MONTHS OF ANGUISH AND TORTURE, THE MINNIONS HAVE RISEN AND VANQUISHED THEIR OPPRESSOR. IN HIS PLACE NOW STANDS SUB-ZERO - COMETH THE HOUR, COMETH THE ICE-MAN!

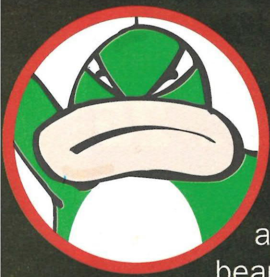
THE PRO-TEAM



Sub Zero - Ed.

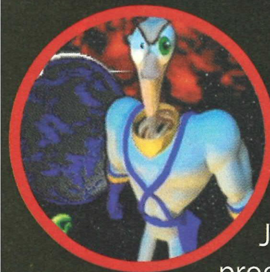
A bit on the thick side, Sub-Zero has found life as editor a little on the tough side, but all that time fighting the worlds most notorious hard men came in handy when it came to sorting out the Sega Pro team.

Game of the Month - Mortal kombat 3, what else?



Sonic - Staff Writer

Used to receieving special treatment and always getting his way, Sonic has found life as a mere minnion slightly hard to bear. If it wasn't for the fear of ending up jobless and homeless, the annoying blue-blob would undoubtedly have left several weeks ago.



Earthworm Jim - Designer

With his new adventure facing delay, after delay, Earthworm Jim has taken this break from production to dabble in a spot of designing. Although lacking in any experience, Jim has taken to the job like a duck to water and poor old James is now without employment.

Ultra 64 delayed again ?

Nintendo are keeping a low profile after rumours started spreading that the N64 will no longer arrive in Europe until Spring '97. Although there's been no official confirmation of the deferred release date, Nintendo's silence only seems to confirm what everyone already expects. We don't like to sound smug, but we told you so!

r. Sulu..

ntline

Saturn snubbed by Our Price

Despite the continued success of the Saturn, Our Price, in a shake-up at all their stores, have decided to stop dealing in Saturn hardware. The chain will continue to stock Saturn games, but they're leaving it up to other retailers to push the Sega bandwagon. The deal will come as a blow to Sega at a time when they need as much support as possible, but the Saturn is a great machine and will no doubt survive.

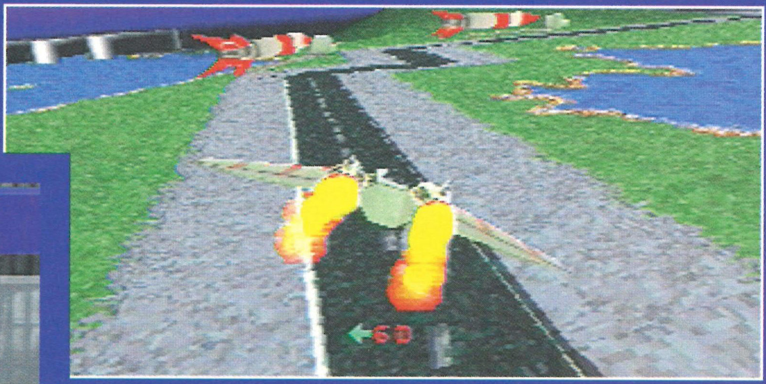


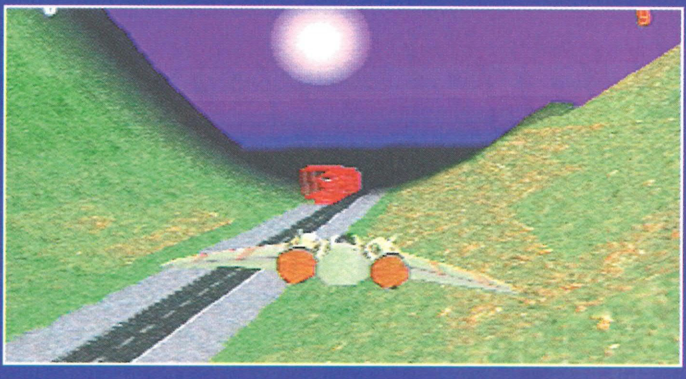
Coming Soon...

Starfighter 3000
Publisher: Telstar
Due: Autumn

Already out on the PlayStation, Starfighter 3000 from Telstar, is a Magic Carpet-style shoot-em-up. Replacing their carpets for a state-of-the-art Starfighter, players must complete over 100 progressively more challenging missions.

Although the graphics of Starfighter don't look as good as those in Magic Carpet, the game promises a lot more depth in gameplay and challenge and could, therefore, be evry bit as good as it's rival from EA.





Frontline

News

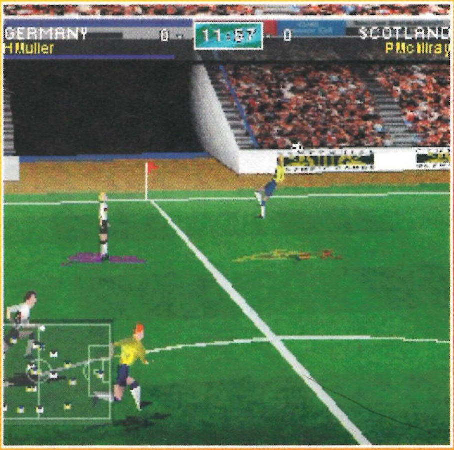
Coming Soon.

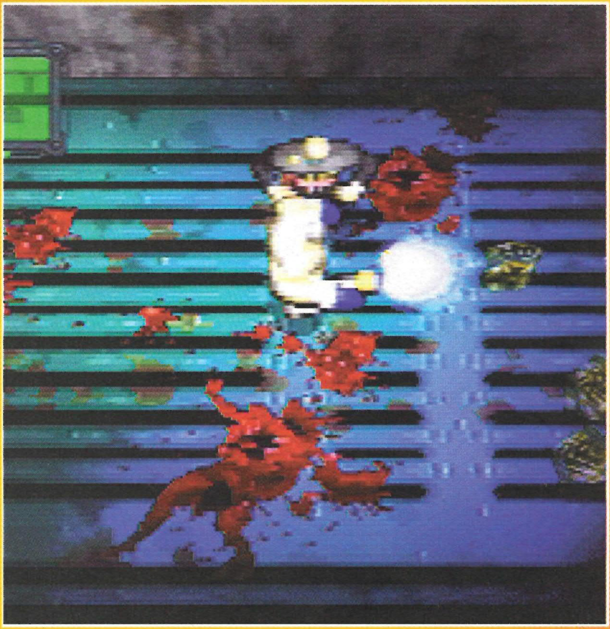


Olympic Soccer
Publisher: US Gold
Due: September

Another game already out on the PlayStation, Olympic Soccer has been hailed by many as the greatest footy game of all-time. Some have also said it's a pile of sh*te. The reason for the split opinions is the games style of play, an out-and-out arcade game, Olympic Soccer is fast and playable, just like Sensi. If this is what you like then you're going to love it, if you prefer more realistic simulations, like Actua, then you're probably loathe it. Whatever you may think, it's coming soon.

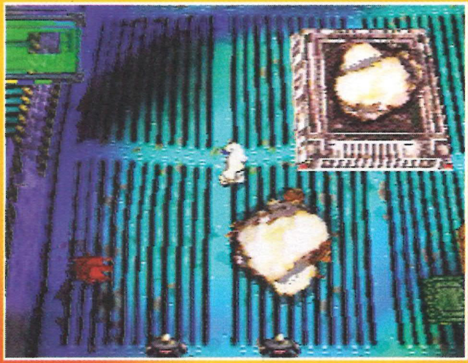






Loaded
Publisher: Gremlin
Due: September

Okay, okay, so we've already told you it's coming, but a new, more definite release date has just come in, so we thought we'd let you know. Expected in early september, Loaded, is to be launched (hopefully) in conjunction with Rapide Publishings new dedictaed Saturn rag, err, I mean mag with a fully playable demo mounted on the cover. If you want to know more, buy the mag!



Total Saturn Launched

This month sees the launch of a new dedicated Saturn mag, Total Saturn. Sister mag to Total PlayStation, TS promises to fly the Saturn flag with all the pride and bravado the machine deserves. Featuring all the best in news, previews, reviews and demos, Total Saturn will be available from HMV, Game and Electronic Boutique. The first issue should be on sale soon and features a smart demo of Gremlins Loaded on the cover. Check it out!

CHARTS

Saturn

1) Sega Rally	Sega
2) Euro '96	Gremlin
3) Virtua Cop	Sega
4) Striker '96	Acclaim
5) FIFA '96	EA
6) Wipeout	Psygnosis
7) Worms	Team 17
8) VF2	Sega
9) WWF	Acclaim
10) Thunderhawk 2	Sega

Mega Drive

1) Toy Story	Sega
2) FIFA '96	EA
3) Olympic Games	US Gold
4) Sonic and Knuckles	Sega
5) PGA Tour '96	EA
6) Mortal Kombat 3	Acclaim
7) Street Racer	Ubi Soft
8) Ecco 2	Sega
9) Micro Machines 2	Codemasters
10) Sonic 2	Sega

Mega CD

1) Eternal Champions	Sega
2) Mickey Mania	Sony
3) Soulstar	Core Design
4) Brutal: Paws of Fury	Gametek
5) NBA Jam	Acclaim
6) Batman and Robin	Acclaim
7) Ground Zero Texas	Sony
8) FIFA Int Soccer	EA
9) Road Avenger	Sega
10) Sega Classics	Sega

Game Gear

1) The Lion King	Virgin
2) Star Trek Generations	Gametek
3) Star Wars	T•HQ
4) DropZone	Codemasters
5) Sonic Chaos	Sega
6) PGA Tour '96	T•HQ
7) Sonic 2	Sega
8) Fantastic Adventures of Dizzy	Codemasters
9) Ren and Stimpy	Sega
10) Dragon	Virgin

Saturn

Review

Magic

Never let it be said that the Saturn is falling behind the other 'super consoles' out there. Many of their games have been converted to Sega's illustrious console, and have turned out better than ever before.

Yes they have. Don't argue with me! Just take a look at some of the best games in your collection and you'll see what I mean. Any new console will inevitably have some games converted for it - it's a simple and cheap way to get some quality software out for a new console.

Sometimes though, publishers can take it a little too far, and this has been happening to the Saturn recently. Rather than concentrating on their own stuff, many publishers have been looking through their old back catalogues and then converting just about anything to Sega's flagship, regardless of wether it was any good in the first place. Other systems suffer the same problem, so don't start writing in to us and complaining that we're slagging off anyone within sight. We all like to see the odd old game on a new system, but unless they're worth playing, it's really hard to condone the practice.

Once in a while, a real gem will pop up...

Then again, once in a while a real gem will pop up and make you take notice once more. *Magic Carpet* is such a game. When it was released on the PC way back in 1994, the entire PC world sat up and barked on cue. Even though the game was written as a Pentium-ready product (Pentiums in 1994 were about as exclusive and expensive as your average Tory MP), it sold like hot cakes. The brilliant blend of strategy and shoot-'em-up action mixed with a nifty network option and lashings of superb graphics more or less guarantied success in every way.

Magic Carpet has been converted onto the PlayStation and was well received by the media as well as the general public. Somehow, the conversion managed to keep all the ingredients that made it such a smash hit on the PC. Of course, PC owners are now on their second helping of Magic Carpet, but Saturn owners are still awaiting the first look at the game - until now.

Just in case you're not familiar with the game (I hope that was a warm cave that you've been hiding in for the past few years), let me explain. The world in which you live has been witness to some horrible things. For generations, man has minded the earth for Mana, the physical form of magic. Using this magic, wizards of dubious nature have been waring amongst themselves for a long tie, creating huge beasts to fight their battles for them. You are the young apprentice of one such magician, but your master decided to tackle the problem from a different angle. Calling upon all his powers, he created a spell that would devastate the other rouge magicians and leave him victorious.

Something went wrong, however, and our master perished amongst the



● Of course, a real gameplayer would avoid these fireballs, but we had to go and give this game to Miles, didn't we.





● After a hard day battling against dragons, why not take a short spin on your magic carpet and see the sights?

Carpet



● Mirror, mirror on the island - where will you take me if I wander inside you? Probably to a place filled with pain, no doubt.

earthquakes and storms that the spell produced. The aftermath was one of turmoil - the balance of nature had been severely disrupted by the spell and the entire world (and indeed the universe) is in danger. it's up to you to restore the balance in different parts of the world, and this is where the fun begins.

You have to control your carpet-bound magician on his long mission to restore the balance of nature. This is done by collecting a certain amount of Mana on each level. Mana looks like a golden globe, and you collect it by shooting a special 'collect' spell at it. When it is your, it changes colour allowing it to be identified as yours. The trouble is that many other magicians are trying to collect the Mana for their own ends and can change it to their colour as well.



Mana is sometimes found just lying around, but most of the time you'll have to destroy some of the monsters that it has created in order to release it. To do this, you start off with a simple fireball spell. As you progress through the levels, the monsters become more and more powerful, so you need more powerful weapons with which to kill them. This is done by collecting spells on each level. They are represented by jars that can be picked up by flying through them. However, some of the more powerful spells are hidden or, even worse, protected by some powerful creatures that you will have to defeat or avoid if you want to live long enough to use the spell.

Collecting all this Mana is all very well, but you're going to need somewhere to store it all. This is where the 'Build castle' spell comes into play. Your castle acts as a storage depot for your collected mana and also acts as a refuelling point for your health. The castles start off as very small affairs and can easily be destroyed by other wizards, releasing all of your collected Mana for them to steal at their leisure. Repeated use of the spell will make your castle stronger as it increases size, as well as producing more of

Visually, the game is very good indeed, and the sound almost matches it pound for pound. The music is quite atmospheric, but it's the screams of rage from the various creatures on the ground and in the air that



set your nerves tingling as you play the game. As you progress, the enemies get more and more tough, giving you a massive challenge and value for more which is something that many games lack in this day and age.

Overall, *Magic Carpet* must rate as one of my favourite Saturn games to date. It has just the right mixture of action, strategy and plain adrenaline to keep you going for months at a time. Each level represents a tough challenge and if you're looking for a Saturn game that will never let up, then you need look no further than this one.

Proscore

94%

A superb game that proves just how good Saturn games can be. A real gem of a game that will bring your Saturn to new heights of excitement and playability.

Saturn

Review

● ACCLAIM ● £44.99

Mortal Kombat 3

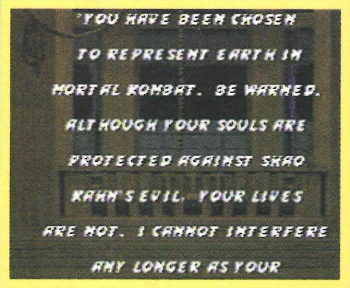
It's been flaunted, plugged, previewed and previewed again just for good measure, and now it's finally with us. Yes, *Mortal Kombat 3* is now up for grabs on the Megadrive!

When the first *Mortal Kombat* game hit the street, everyone and his kid sister was up in arms about the sheer amount of violence and blood that the game contained. The problem was that this was the exact reason that it was so popular. 'Soft' beat-'em-ups such as *Street Fighter* have had their day and *MK* was the first game to hit the target with an all-out, struggle to the death style. It's fun to knock out your opponents, but it's even more fun to rip them to shreds!

MK2 improved on the first game only in very subtle ways. In many respects, *MK2* was not worth the bother if you already owned a copy of the original, but that didn't stop thousands of people from buying the game. Around the end of last year, however, *MK3* was announced and everyone stopped in their tracks. We've all seen how good the PlayStation version of it is, but can the third installment of the bloodiest beat-'em-up in console history make PlayStation owners quake in their boots?

Loads of new characters are on offer in the newest version.

Loads of new characters are on offer in the newest version. Stryker is an LA SWAT-type while Sektor and Cyrax are couple of droids from outer space. Then there's the sinister Sindel who bears an uncanny resemblance to Lily out of The Munsters. Fans of the old game are catered for however with the inclusion of old favourites Kano, Liu Kang, Sub-Zero, Kung Lao and Jax. Pervy fans will be well chuffed to learn the delectable Sonya Blade makes her return after being dropped for the last game (which was the sole reason why Miles refused to play it!). Red Indian Night Wolf, Shang Tsung, Kabal and Sheeva (a female version of Goro) make up the rest of the challengers out to defeat Shao Kahn and his monstrous henchman Motaro.

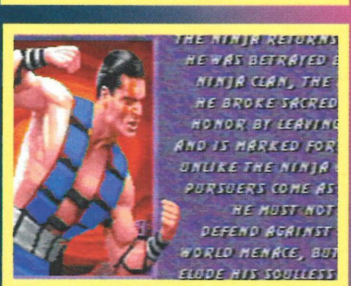


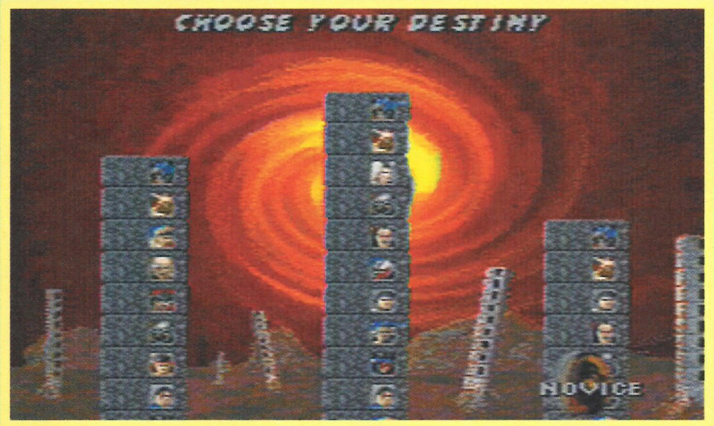




● Sektor is one of the new characters that make their debut in *MK3*. He's an android with a surprising amount of weapons about his person, but his fatalities have to be seen to be believed!







● **Outstanding! All the little features that make *MK3* such a great game in the arcades have been squeezed into the Megadrive version. This is the beat-'em-up of beat-'em-ups as far as the Megadrive is concerned.**

In essence, *Mortal Kombat 3* flows better than its predecessors. Though it retains the essential *MK* feel, it's been completely re-written for the Megadrive so moves are more intuitive and logical than before. This game is probably more special move-orientated than a lot of beat-'em-ups and this can be daunting at first, especially with two players. Certain characters have moves which seem ridiculously effective, however, countermeasures can soon be learned to stop those players who continually repeat the one special move they know you can't handle.

One of the main aspects of the game is in learning to block effectively. Veterans of previous *MK* games will be used to having a block button but those more accustomed to the SF-style back-to-block method will find it takes some getting used. Even we at Sega Pro (who all have previous *MK* experience by the truck-load) took a little time to get back into the swing of it.

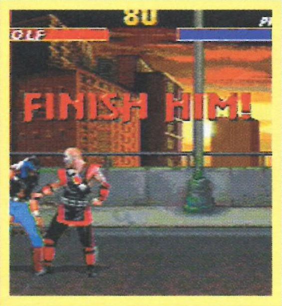
Every character now has two death moves as well as the Babalities and Friendships from *MK2*. Quite a lot nastier the deaths are too! A new recruit for the finishing brigade are the Animalities. When the famous 'Finish Him' message appears the characters can now transform into various beasts, each of which disposes of the vanquished adversary in its own unique way. The Pit Fatality has also been schlocked up a bit. No longer does the character simply fall onto a set of spikes. Now spinning spiked wheels await which dice up the hapless victim into a shower of flesh and bone.

Overall, the game is superb in every way. *Mortal Kombat 3* proves that the humble 16-bit Megadrive can still pack 'em in when it wants to, but the ultimate question still remains - Is there still a place for the 2D beat-'em-up in a genre now dominated by *Virtua Fighter*? If *Mortal Kombat 3* is anything to go by, the 2D sprite-based beat-'em-up is far from dead. Whether it'll survive another installment remains to be seen but if you fancy an *MK3* machine in your bedroom, you can't really go wrong for 45 quid!



● **Sonya comes back in this game which pleased Miles quite a bit as she's his favourite character. He promises that it's not because she's a cute blonde but because her moves are so good. Yeah, right Miles!**







● **Game over dude! This screen will be very familiar the first few times you play this game. Time to get out the programmable joypad!**



Proscore

93

Superb in every respect. Now Megadrive fans can start shouting 'Finish Him!' at the tops of their voices along with everyone else!

● Psygnosis ● £44.99 ● OUT MAY

Wipeout

We were the first with the news that Psygnosis were going to convert this stunning racing game to the Saturn and here we are again with a massive, 4-page review of the finished version. Hang onto your hats, for it's time to Wipeout...

Wipeout has been the subject of heated debate for many months now. While we here at Sega Pro told our readers of the planned conversion of this stunning PlayStation game, other Sega mags decided to contradict us and say that we were wrong. Now, a few months down the line, who's turned out to be right all along? You guessed it!

The Saturn has lots of great games available for it, but the king of the racing genre has long been *Sega Rally*. *Wipeout* is a racing game, but not in the same style. *Wipeout* is set in the future where Formula One is a thing of the past and vehicles with wheels are confined to museums for schoolchildren to titter over on outings. You see, the future of transport is Anti-Grav. It all started as a military experiment until news of its existence was leaked to the public. They demanded that the technology be made available for everyone as it was probably the single most important discovery since man invented the wheel.

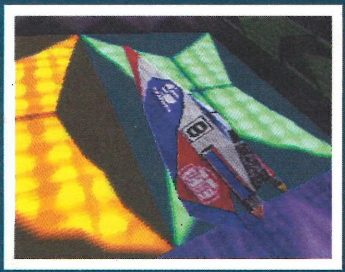
As the years went on, it was put to many uses, but the question of a sport-related use hung around in the air for a while. Now of course, everyone knows about the F3600 Anti-Gravity Racing League. It's fast, furious and just to spice it up a little, the racing sleds are also equipped with weapons! Can you imagine Mansell firing a heat-seeker at Hill? No, neither can we!

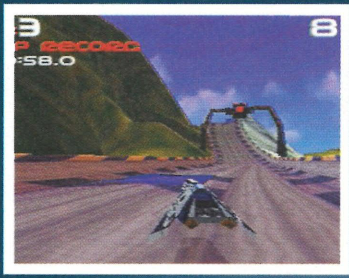
The Saturn has lots of great games available for it,

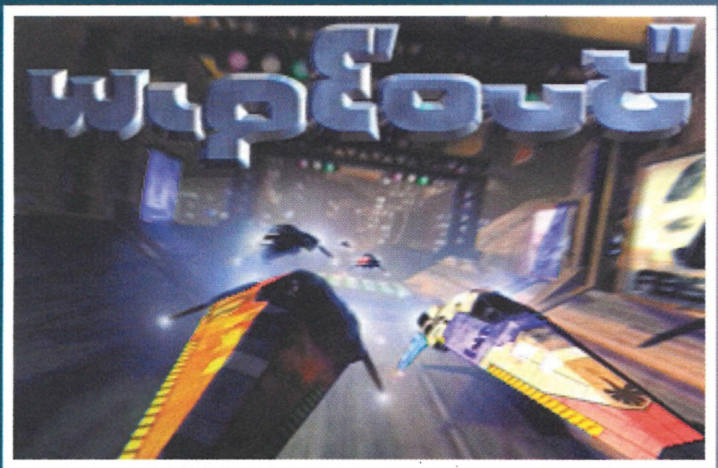
You start the game with the



The start of the race is just as crucial as the rest of it. Get off to a bad start here and you'll have a hell of a job to catch up with the other pilots. Just don't over-rev your engine and keep a cool head.













obligatory intro and title screen, which melts into the usual selection screen. You can choose to either drive a single race, a time trial against the clock or go for the full championship. Once you've decided which mode to play, you are then taken to the team selection screen. There are four teams to choose from and each team has two different pilots to play as. Each team and pilot has different characteristics as far as handling, top speed and general playability is concerned, so a lot of trial and error will be needed to find the sled and pilot that is best suited to your driving skill.

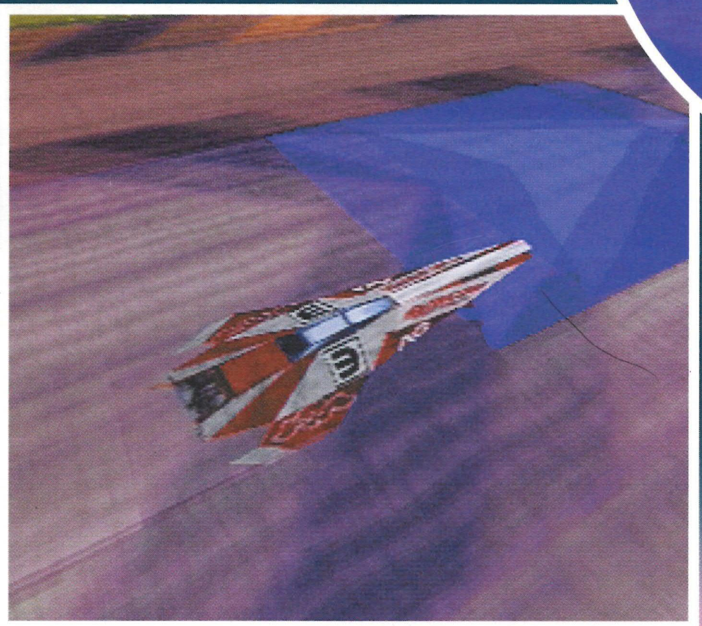
the Saturn has a game to rival Sega Rally,

Once you've chosen your alter-ego, you get transported to the first track. As per usual in racing games, you get to start the race in last place, and I can't help but wonder why no one has included a qualifying lap in games such as these so you get the chance to be able to start the race from first place. As the lights go green, step on the accelerator button and hold on! Steering your sled is done with the left and right controls while the top two buttons activate the air brakes which are useful for getting you around tight corners. The tracks aren't limited to two dimensions either; they rise and fall in some frightening hills that remind you of a rollercoaster, but *Wipeout* is much, much faster.

On the surface of the track are various icons. These activate the weapons that are store on each sled, but only one weapon can be used at a time and it can only be used once. When it has been used, you must fly over the relevant icon again to activate it. The weapons have various effects and are great for slowing down the competitors in front of you so you can slip past them on the bends. You can't destroy anyone in *Wipeout*, but this adds a little realism otherwise all you'd have to do is fly around, wait for someone to pass you and let them have it! There are also a number of speed-up icons on each track that give you a massive burst of speed for a short amount of time. If you can run over two or more of these, then the game really shows off its true colours.

If you play in the Championship mode, you must come in either first, second or third to qualify for the next





● **The outside view is only really useful for showing off the game to fanatical PlayStation owners who didn't think that it would be possible to play *Wipeout* on any other console!**





Wipeout

race. Points are awarded for placing and if you finish all the tracks and win the championship as well, you can upgrade your class of sled and race the faster versions. You also get a new track to race around, and this is where *Wipeout* starts to really get hairy! The tracks start off pretty simply, but as you progress through the game, they get progressively more and more difficult with twists, turns, cross-overs, tunnels and even more hazardous things to avoid and negotiate. Controlling your sled around these tracks takes a lot of practice, but one you get the hang of using the airbrakes to ease you around hairpins then the control system is a joy to use.

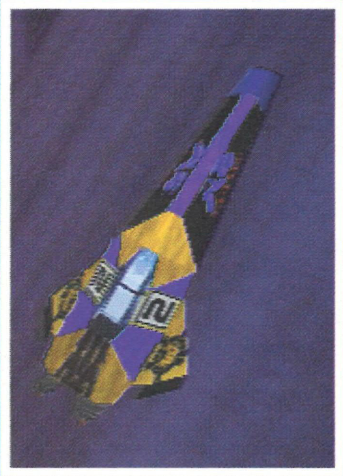
Wipeout is stunning visually from beginning to end. From the main opening screens and intro to the actual game itself, *Wipeout* shows many of the features that have made the Saturn the number one console in the world at the moment. The background, while being as detailed as any game you care to mention (and then some), moves with such speed and fluidity and grace that you could almost be tricked into believing you are watching a SGI demo. The craft itself wouldn't look out of place in a new George Lucas film, especially when you crank it up to full speed and really throw it into

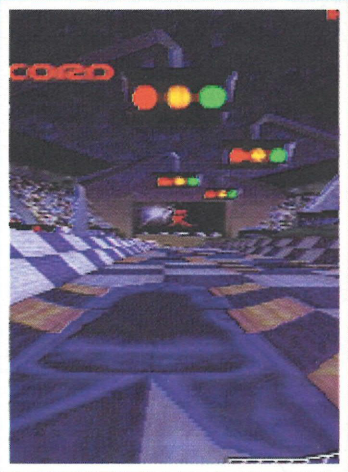
Wipeout is stunning visually from beginning to end.





● I think that sign is trying to tell me something. Maybe I should press down on the joypad around now and try not to put my sled into some very hard concrete walls.









THE TEAMS

AG SYSTEMS
Country
of Origin: . . . . Japan
Engine Spec:
BHP 1200
Number of Engines . . . 2
Boost . . . . Re-heat

PILOTS
John Dekka
Daniel Chang

AURICOM RESEARCH
Cnty of Origin: USA/Canada
Engine Spec:
BHP 330
Number of Engines . . . 3
Boost . . . . Re-heat

PILOTS
Arial Tetsuo
Anastasia Cherovoski

QIREX
Country of Origin: . Russia
Engine Spec:
BHP 1700
Number of Engines . . . 1
Boost . . . . Super Re-heat

PILOTS
Kel Solaar
Arian Tetsuo

FEISAR CONSORTIUM
Country
of Origin: . . . . . European
Engine Spec:
BHP 1400
Number of Engines . . . 2
Boost . . . . Re-heat

PILOTS
Sophia de la Rente
Paul Jackson

SLED STATS

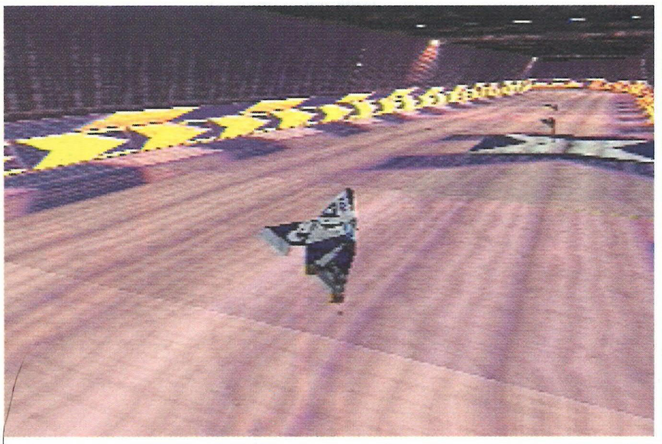
TEAM	ACCEL	TOP SPEED	MASS	TURNING CIRCLE
AG Systems	★★★★★	★★★	★★★	★★★★
Auricom	★★★	★★★★	★★★★★	★★★
Qirex	★★	★★★★★	★★★★	★★
FEISAR	★★★★	★★	★★	★★★★★

the curves. The soundtrack also deserves a mention; its thumping beat really inspires you to put the pedal to the metal, while the copious quantities of sound effects really make you wonder why anyone else would want any other console on the market in the first place.

So there you have it; the Saturn has a game to rival *Sega Rally*, but does it replace the current king of racing games at the top of everyone's wish list. Well, if you're very fussy about gameplay (and judging by previous Psygnosis games sales, some of you undoubtedly are), then *Wipeout* will fill you with awe and disappointment all at once. It's great fun to play, but the options in the game are very limiting. Once you've completed all the tracks, there's very little else to do. The two-player link-up option has been left out of the Saturn version and it was this that gave the PlayStation version that extra little kick when it needed it. However, if you're like me and prepared to put up with a bit of muck to get the rose to grow, then *Sega Rally* has a very tough time ahead of it. *Wipeout* is one of those games that you simply must have in your collection, even if you already have the trusty *Sega Rally* in your collection. Well done Psygnosis; we salute you.



● Choosing your team and pilot is a compromise between speed, handling and turning power.

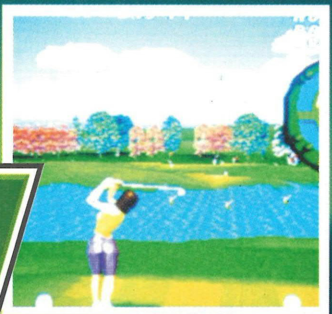


Proscore

92

A superb conversion of an already excellent racing game. The lack of a two-player option is a little disappointing, but *Wipeout* is still an excellent game.

● Core Design ● £44.99
● Out Now



Virtual Golf

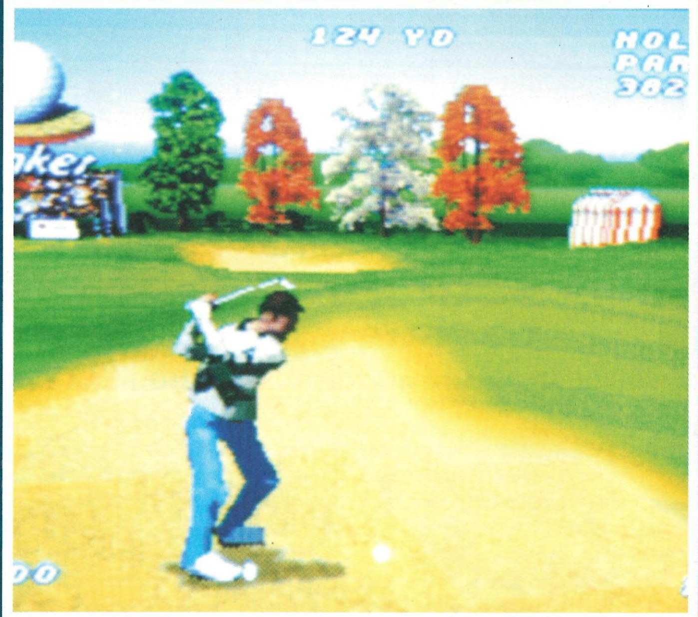
After the mayhem of *Shellshock*, Core Design turn their attention to more tranquil pastimes with the latest in an ever-growing collection of golf sims, *Virtual Golf*. With *Valora Valley* having already scored an impressive birdie, the pressure is most definitely on as Core go for an extremely elusive eagle.

Hoooold it! Before you all turn the page, let's get it clear that this isn't 'just another' golf sim, this is *Virtual Golf* from Core and it's good! Yes, good. So, before you flick over to the next review, keep reading.

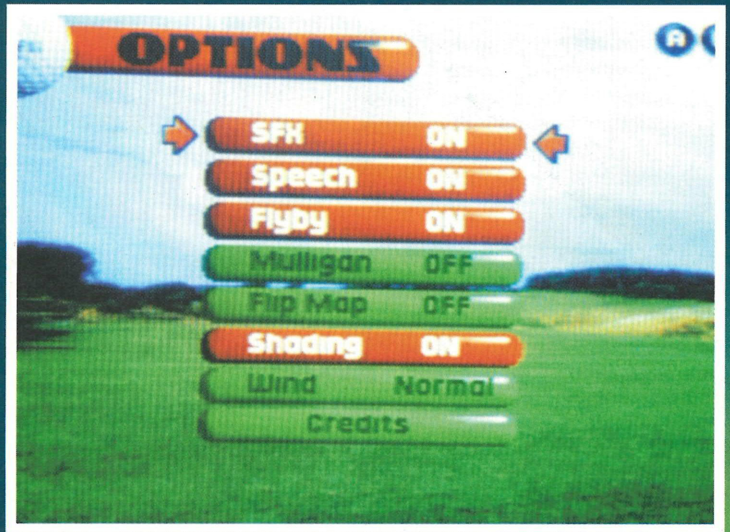
Still there? Good, because *Virtual Golf* is a game that will appeal to armchair golf fans and ordinary gamers alike. The reason? Well, Core have gone back to the good old days when gameplay counted. Nowadays we get bombarded with FMV clips and fancy graphics at the expense of the gameplay, but *Virtual Golf* combines the two to produce an authentic and yet hugely playable game of golf.

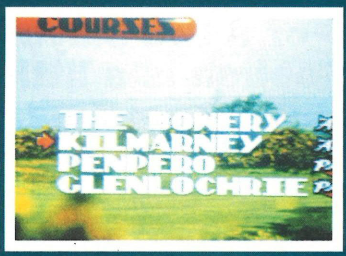
Sceptics among you may be wondering how on earth a golf sim can ever be playable. Well, remember *Leaderboard*? That was all good fun, wasn't it? Okay, so it didn't look too hot, but it was simple, realistic and competitive. The net result of all this was fun by the bunker load. And that, in a nutshell, is what *Virtual Golf* is all about too.

Unlike other 'next gen' golf sims that flood players with options and choices, bars and

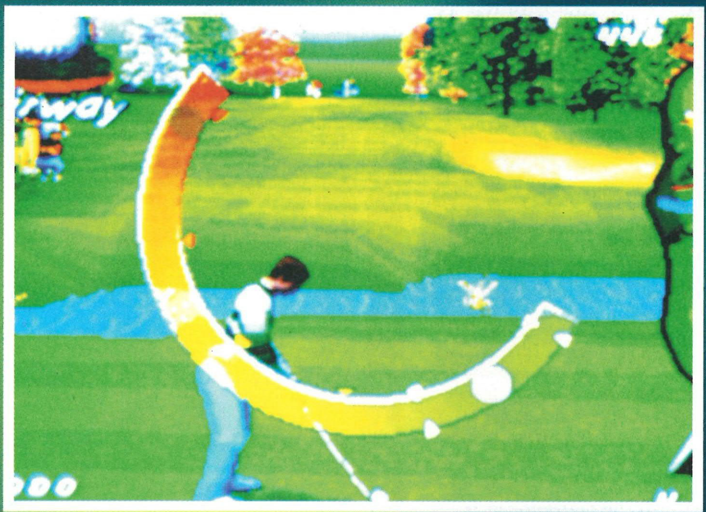


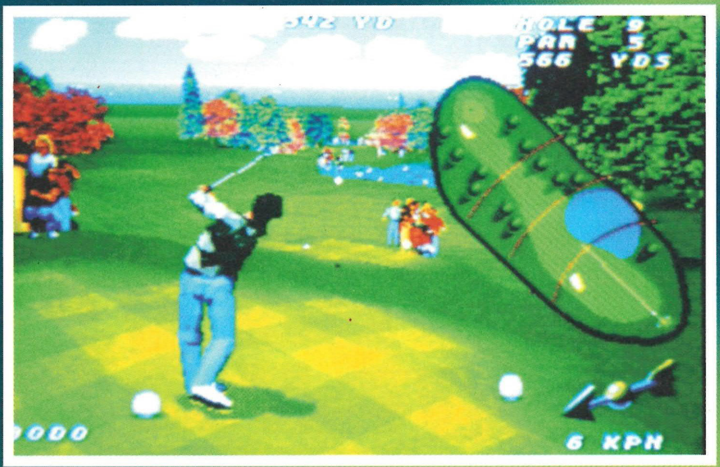
● Bunkers are any golfer's nightmare. Computer golf games normally make these too simple to get out of, but *VG* pitches the difficulty level just right. It normally takes more than just a nibblet to get your ball out of the sand (Red Dwarf fans will understand that last sentence!).



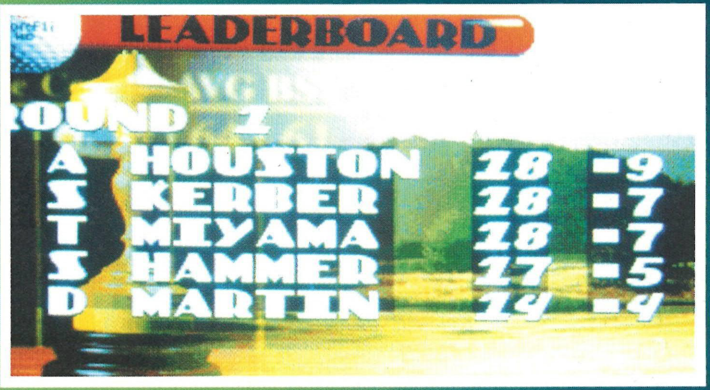


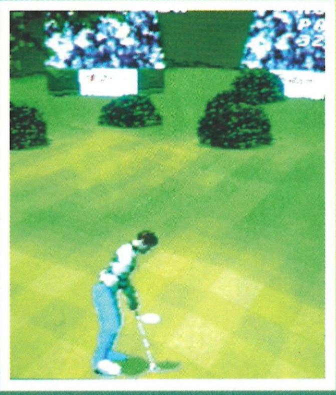


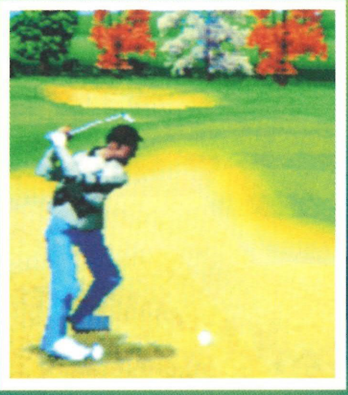


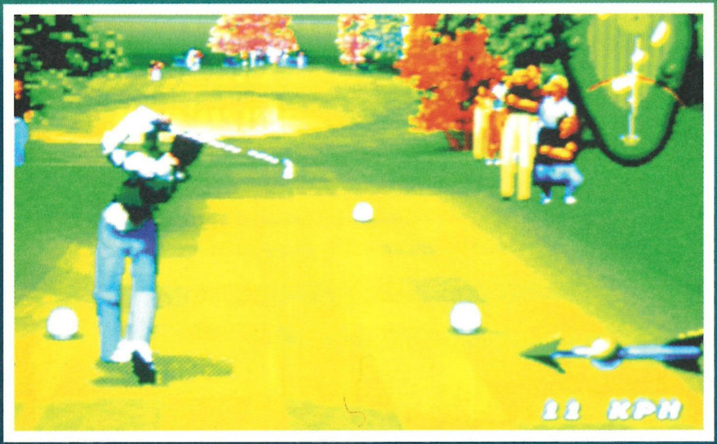


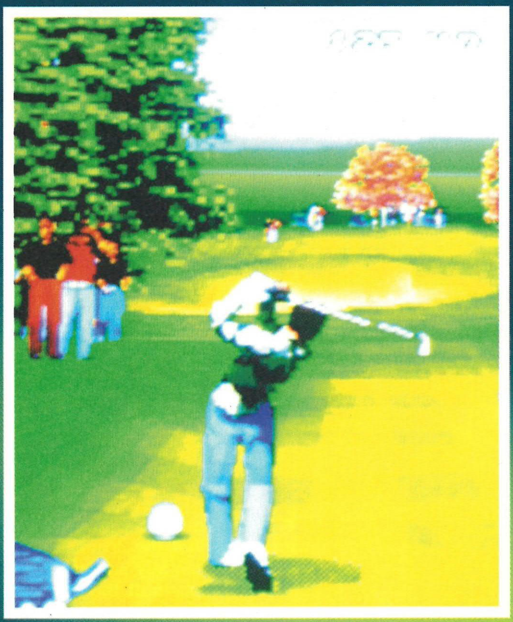
● **Remember to keep you head down and follow-through or your ball will be doing all manner of course changes during its flight through the cold morning air!**

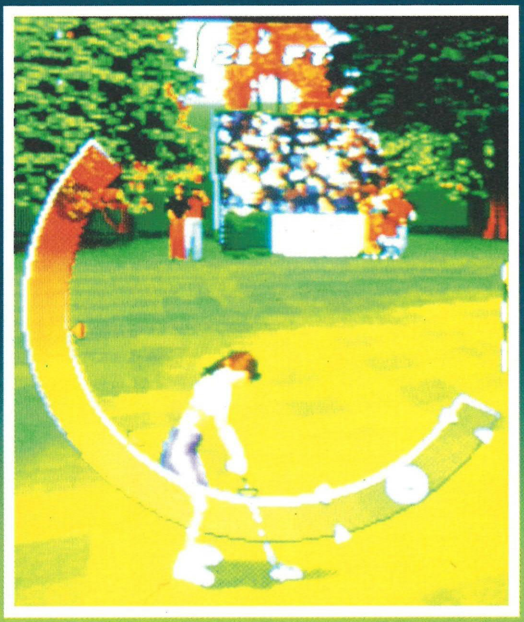












meters, rules and regulations, *Virtual Golf* allows both knowledgeable and ignorant golfers to play with ease. The way Core have done this is by removing all the fiddly controls and incorporating a simple, user-friendly interface that maximises players performance whilst minimalising the fuss. Core have been careful though not to overstep the mark. EA made the mistake, with *PGA Tour '96*, of doing too much for players - clubs were chosen, shots were lined up and the power for each shot was predetermined - meaning players were like robots simply fulfiling pre-planned tasks. *Virtual Golf* isn't like that. Whilst it helps out players to ensure they perform to the maximum of their ability, it never does so much that players are basically following the computers orders.

As well as being easy and fun to play, *Virtual Golf* offers several unique features that make it stand out as the Nick Faldo of golf sims. Firstly, there's four beautifully recreated courses for players to thrash around upon. Each offers varying levels of challenge and difficulty so that professionals and amateurs alike will be able to find a course that best suits their ability.

Another unique feature of *Virtual Golf* is the Derby Scramble. As part of their on-going concern about maximising playability, Core have come up with this unusual mode of play that allows two teams of two players to take each other on over 18 holes. The idea of the Derby Scramble is that each player takes it in turn to play a shot. As well as this, *Virtual Golf* also features all the customary modes of play, such as; tournament, skins, shoot-out and so on. The variety of modes of play, is easily as comprehensive as anything ever seen before.

For any cheats among you, *Virtual Golf* also has a handy save facility which allows players to save information such as which hole your on, which course, who's playing, etc. This means if you end up getting a double bogey, you can simply replay the hole and hope to do a little better second time around. Admittedly, this isn't exactly in the spirit of the game and is not exactly a satisfying way to play, but, hell, we've all done it, haven't we?

Proscore

88

As we head to the 19th hole, the question remains, does *Virtual Golf* get that eagle it was after? Well, not quite, but it's damn close and is still by far the best golf sim yet out on the Saturn.

Panzer Dragoon

It's not a Panzer, and there are no Dragoons in it. In the best tradition of slightly surreal cider ads, Sega Pro lifts the lid on the follow-up to the Saturn's most popular shooter to date.

I'll be the first to admit *Panzer Dragoon* wasn't entirely what I was expecting. No sign of any German tanks or anything like that. Instead I found myself confronted by a... dragon. Yiiisssss! Okey dokey. Onward I ploughed and to be fair it wasn't a bad little shoot-'em-up. Not brilliant you understand, but not bad. The graphics were brilliant and put everything else the Saturn had to offer back then in the shade. Unfortunately the Achilles heel which dogged so many early super console releases was apparent once more. Gameplay was secondary to looks and sounds.

Naturally things settled down after a while and programmers actually started putting together things you could actually play as well as drool at.

A year on and *Panzer Dragoon* has been sequelized to very fine effect. The graphics are even more stunning than before with more detailed scenery, improved texturing on the sprites and a wonderful shimmering water effect on the fourth level. It must seen to be appreciated. The dragon now starts off as a flightless baby running across the landscape but he grows and becomes more powerful as you progress through the levels. One grievance many had with the original was the lack of freedom within levels themselves. There was only ever one route to take and this has been taken into account. Every so often the path splits giving a choice of routes. Some are more difficult than others but more danger means more points. The guardians also vary depending on the route chosen adding even more variety. Each level is pretty short so rather than getting one big game you're getting a whole series of smaller challenges. With the different route choices there are dozens of possible combinations and it's up to the player to discover the way which yields most points.



Inexplicably there are no new weapons. Gameplay remains very close to before. Shoot the bad guys with lasers or hold the fire button to lock on for homing missiles. And that's about it. Having said that it feels somehow different. Maybe the controls are more responsive, it's hard to tell, but it definitely plays that bit more satisfactorily.

When all's said and done, despite the addition of a few knobs and sods *Panzer Dragoon* is still basically *Space Harrier* for the nineties. A dated concept brought up to date with the aid of a fantastic graphics engine. There

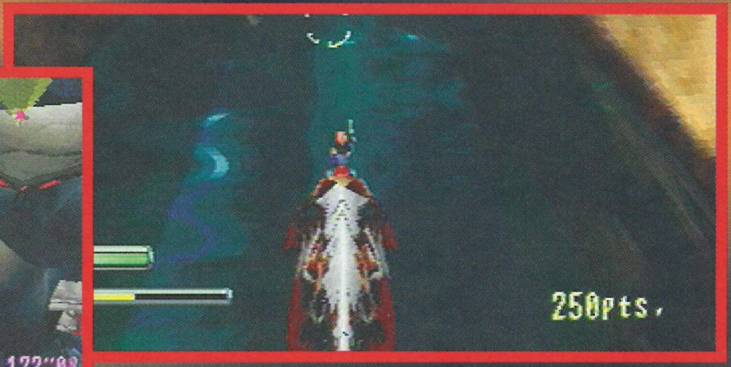






● Okay, so there's no prizes for guessing that the creatures in this game are slightly surreal, but that's the norm at the moment.





● Some of the special effects in this game are quite breathtaking. The water on the third episode, for instance, is something that you really have to see for yourself.



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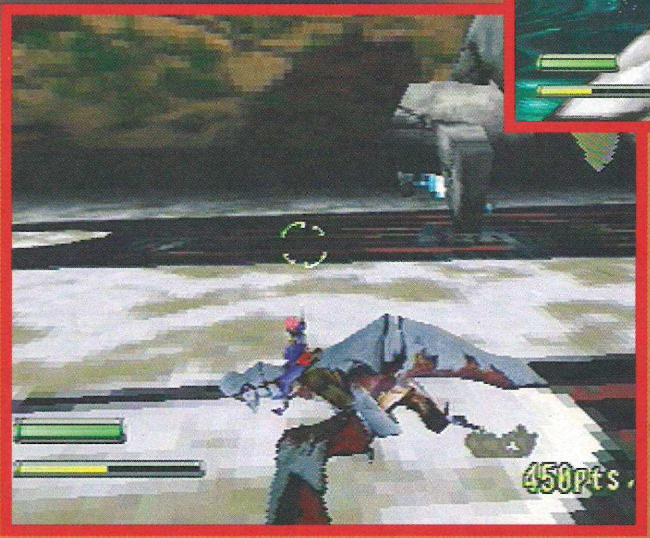


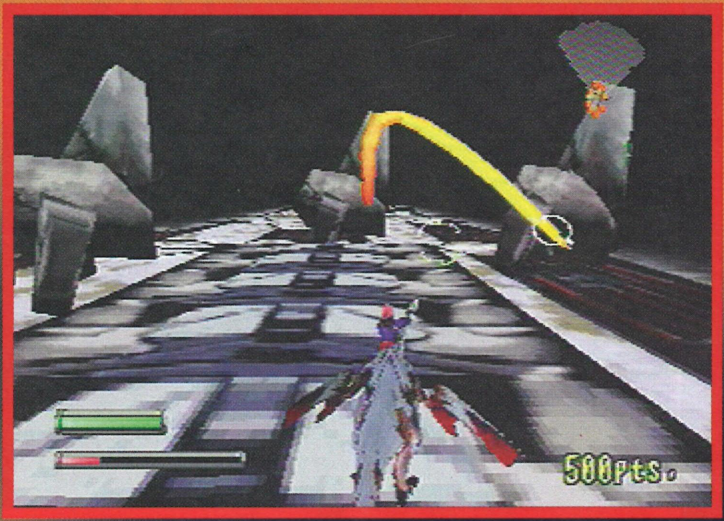




More strategy would've been nice...

must however be concerns regarding long term appeal. More strategy would have been nice. Adding a few flight-simmy special manoeuvres would've made it all the more interesting and taken some emphasis away from the constant blasting which becomes to tedious when it's laid on so relentlessly.





● Despite all of the fancy graphics and such like, *Panzer Dragoon 2* is very much a re-hash of Space Harrier. Then again, it's pretty good fun to boot and has loads of action in it.



Proscore

86

Fans of the original game will be dead chuffed with its sequel which makes all the right adjustments. Doesn't offer anything really new.

● Core Design ● £44.99 ● March

Shellsh

Can you here a rumbling coming down the street. Is it a tank, or is it a boom box blaring out sweet hip hop music to all the people on the street. Well it's probably both because Da Wardenz are in town!



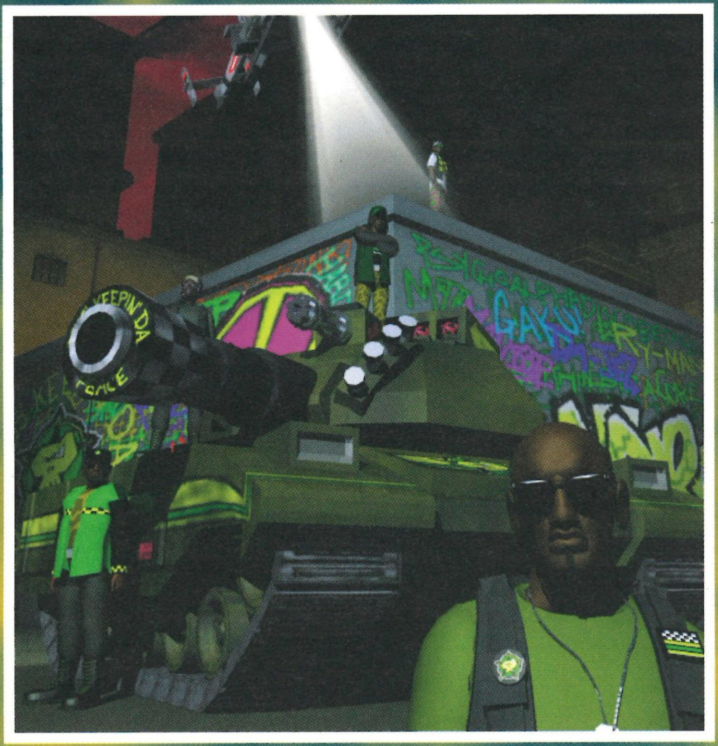

● Packing some awesome firepower, these guys are not to be messed with. Thankfully, they're on your side! Just as well, really.

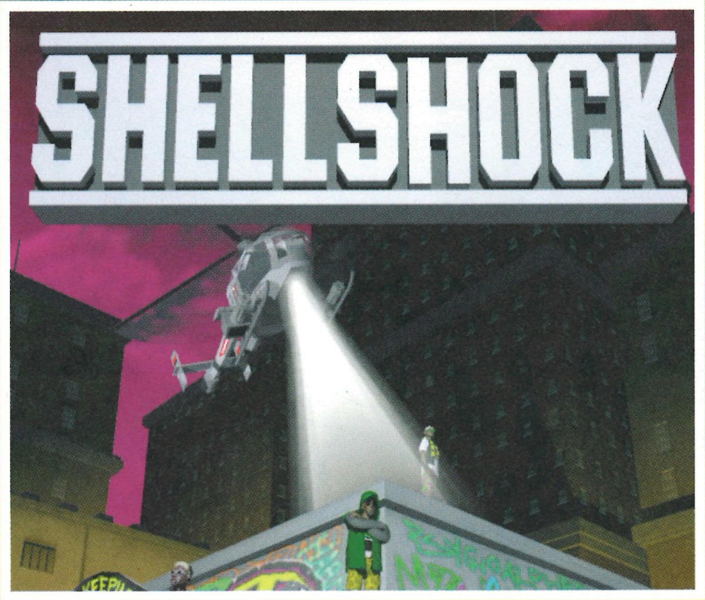
Are you tired of the corruption and injustices in the world, fed up to the back teeth with the politicians wasting their time talking whilst somebody out there needs help and action now, well if you are then there's a group of people that you might just want to get to know. Da Wardenz, as they like to be known, are very serious about their style and even more serious about their job but why should these guys 'n' gals care? Well they've had their fair share of disappointments themselves whilst during combat they were deemed expendable over some politicians whim so they decided to take on all the evil doers themselves with a little help from the elusive and mysterious 'The Man'. Thus with a little sponsorship from 'The Man' and other sources, Da Wardenz have been able to build up an awesome arsenal of weaponry with the M-13 Predator battletank being the centre of attraction. This little baby can be upgraded to use a variety of weapons including chainguns, cannons and surface to air missiles used to knock out those tricky surface to air missiles.

Everything is run from a disused prison or as they say in America, a correctional facility, and the task of the game is to gain respect from the rest of the



● During the game, players can call on air support to help them out - if they have enough money that is. I don't know, these mercenary's can really bleed you dry!

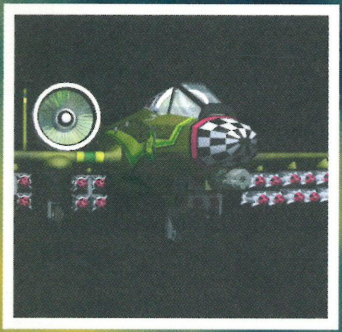




ock







● Best get out of the way when this thing flies overhead. You might get a headache if one of those bombs lands on top!



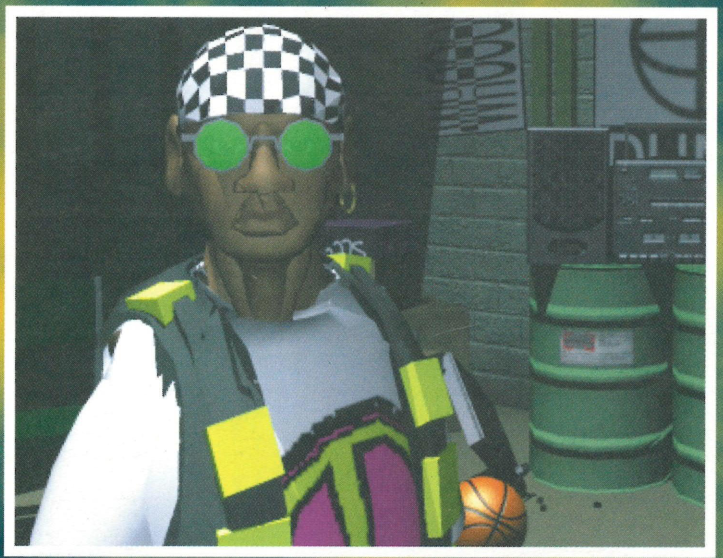
crew and to further your career as a saviour of the world. The members of the crew can all be interacted with during the game and all provide help and good advice, even if their comments are a little cutting at times if you are not doing so well. Dogg-Tag, the captain of the team is a real motivator and has his own reasons as to why he is so keen to do things behind the governments back and he is the only one who knows the true identity of 'The Man'. 9-1-1 is the pilot who provides air support for the ground crew but doesn't come cheap and is a right mercenary like the rest, but, the missions are made a lot easier by the help provided. D-Tour is the mouthiest member of the crew or at least to you as he is the co-driver in the tank. He never fails to pass a comment, good or bad, about any manoeuvre made and can become seriously annoying at times. The man behind the tactics and surveilance is Ear-Shot who is slightly older than the rest of the crew and is particularly cynical about everything but there is some good advice to be had. Props is the man to see when more toys for the tank or elsewhere can be afforded and is definitely a favourite with the crew because of his ability to find anything for anyone at anytime.

Truly a neat and well implemented idea with great graphics

The game menus are incorporated into the 'virtual' base where the player can roam around meeting the various characters and interacting with computers etc. This provides a greater feeling of involvement than what would of been provided otherwise from a normal menu selection, truly a neat and well implemented idea with great graphics straight from a Silicon Graphics computer and good speech with plenty of character.

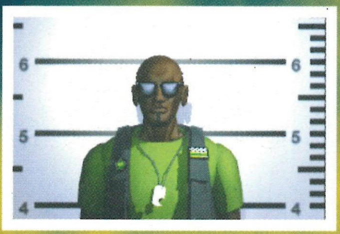
The in-game graphics are quick and detailed but a little sparse and flat in places but the huge explosions which come thick and fast easily make up for this, even the sound of them is huge. In fact, the sound is a definite plus in this game with some truly outstanding hip-hop tunes which could easily be released on an album and probably will be. Three of these tunes even include rap vocals from none other than William Floyd the famous San Fransisco Forty-Niner.

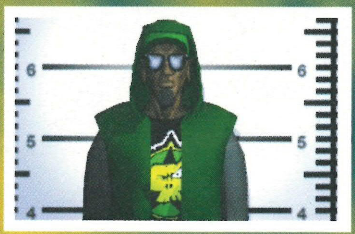
With 20 odd levels to complete with a wealth of options and complementary music, there is plenty to enjoy in this game and if you're looking for a simple good quality 3D ground based shoot'em up then you can't go far wrong.

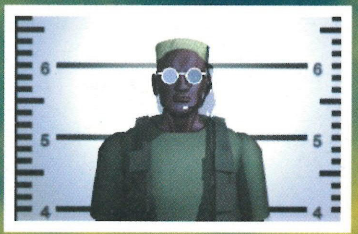




● The Wardenz look a right motley crew, but they're all specialists in their own particular departments and can provide some invaluable help.







Proscore

85

Dis game has plenty credibility and even more explosions and all for a good cause.

Saturn

Review

● BMG ● £44.99 ● April

Gex

It's was only a matter of time before a tongue toting lizard would leap onto the scene and thankfully he's arrived in style, TV style that is and it's USA all the way for this leathery reptile.

Gex, a platformer originally released on the 3DO has now leapt onto the Saturn but who cares about where it came from even if it was an inferior machine because a good platformer will always translate well to any format. So what's it all about? Well Gex, the hero of this tale, is a lizard with a strange sense of humour who is completely obsessed with TV (a word you will see more of), or as he would call it, the Tube and as you might expect such a flamboyant character has perhaps the largest entertainment set up in the universe with a TV screen which could only be measured in feet, not inches. Unfortunately for him, a rather nasty guy known as Res rigged Gex's Tube to beam him into the TV. Talk about being absorbed into what you are watching! So, Gex's mission is set where he has to fight his way back to reality, if you can call a lizard watching TV and making smart ass comments every ten seconds reality.

Thus, as you might have already guessed the theme of the game is all to do with TV's which represent worlds in which Gex has to clear to move onto the next and so forth. So on the level select screens where there are several TV's to choose from, a screen must be chosen in order to access a certain world. The screens can only be selected in order as each world has a certain objective with which to activate the next TV, which generally come in the form of finding the remote to activate the next TV. Is that clear! Let's just say that there are





● Gex features loads of varied and intriguing levels. Each one tests players ability to the limits - the slightest slip can result in a painful fall.



● Power-ups can be found dotted around each of the levels. They provide players with a wide range of abilities that can help get through the game.

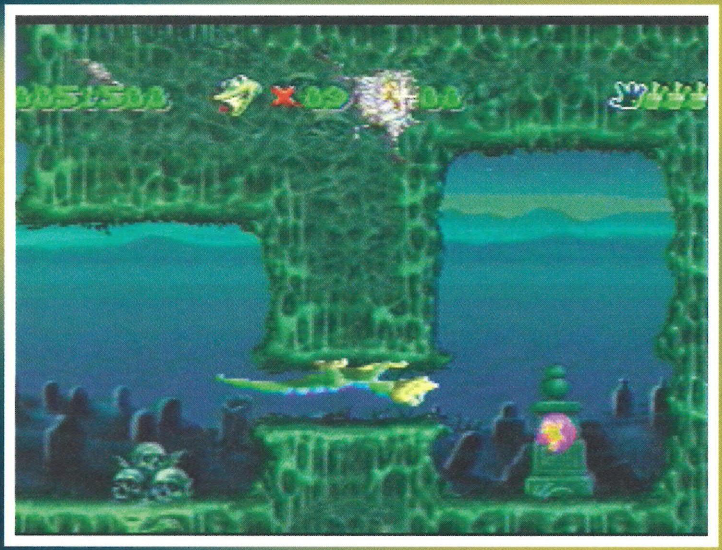














● Gex is something of a graphical triumph. One of the best features is the multi-level parralax scrolling backdrops.



five worlds with different TV nightmare themes, each divided into five levels plus a boss waiting at the end. A classic formula.

Each world consists of platforms and hordes of evil monsters to destroy which are the basic ingredients of any sensible platformer and there are a wealth of power ups with which to do away with the evil doers which are set before you. These power ups come in a range of attractive colours and give such benefits as becoming invincible and being able to breath fire vindaloo style but these are not the most interesting feature of the game and neither are the monsters or scenery good looking though it is. No, the best and what could be considered main feature of the game, which any platformer needs if it wants to establish any individuality, is through the star of the show, Gex. A lot of time has been spent to give him a colourful character and it would be fair to say that the programmers have succeeded as the graphics and animation are superb but it doesn't stop there. The play mechanics are also unique to this game as Gex cannot only run and jump but can also stick to walls and climb around in any direction, he can even climb along the background in some locations. The only flaw which comes down to personal taste, is the comments made by Gex throughout the game which have that Jim Carrey quality which you either love or hate and after playing the game for a few hours they can become a little tedious, although, that's not to say that its repetitive because there is a large variety of comments.

Graphics & Animation are superb but it doesn't stop there

So glossy lizard bits aside, has this game got any real qualities such as those found in the classics such as Sonic and brethren and other unmentionables? Well unfortunately, Gex seems to sit in the middle of the road when it comes to platformers which means its going to end up looking like a rock hard piece of leather baking in the hot sun. The thing is, Gex hasn't got the speed of Sonic or the play mechanics of Mario and the sprite, nice though he is, just feels a little clumsy and cramped mainly due to his large size and the unfriendly scrolling which fails to keep Gex central which limits visibility and hence playability. This is not to say that the game isn't good as the level designs are well implemented and there is a fair depth to the play, it just isn't a classic but then there's yet to be one for the Saturn.











Proscore

80

It's good but not that good. Should have stuck to a Lizards life

● BMG ● £44.99 ● OUT MAY







Titan Wars

BMG and Crytsal Dynmics join forces once more to do battle with all that is evil in our solar sytem. Jon jumps in his cockpit to find out more ...

They say first impressions last, but with Titan Wars this doesn't ring true. Diving straight into the game for the first time you could be forgiven for thinking that it's simply Total Eclipse regurgitated in new packaging, but this isn't the case. Okay, so the graphics are similar and the game engine is essentially the same, but the gameplay has been vastly improved in this unofficial sequel. Seeing as Total Eclipse was complete and utter pants, that's probably just as well!

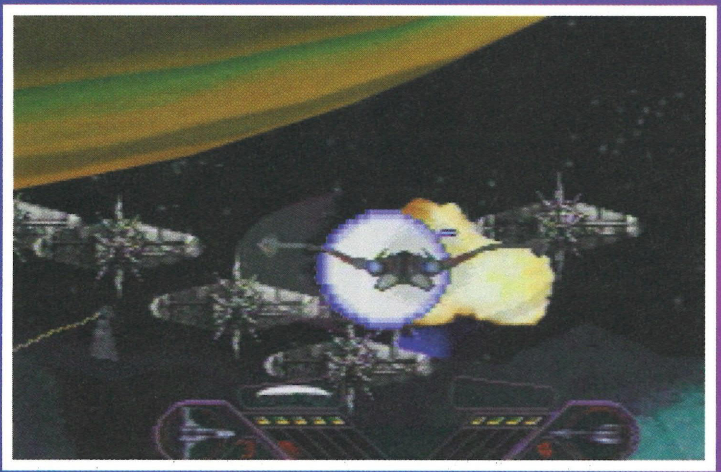
Loading up the game and heading straight off into battle soon reveals one of the main differences - FMV. I have to admit that I'm not a big fan of all these fancy cut-sequences, (they usually they come at the expense of the gameplay) but, in Titan Wars, the exceptional quality and bearable acting actually makes it work. The way the FMV is used to aid in the development of the plot



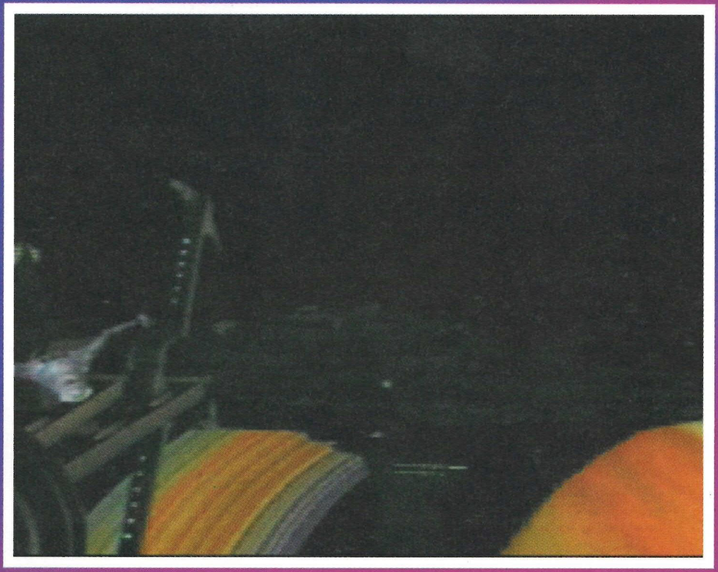
● Unlike Total Eclipse, the enemy come at you fast and furiously. Skill and quick reflexes are desperately needed to progress in the game.













also contributes to its surprising success.

Enough about all the FMV though, 'what about the game?' I hear you cry. Well, it's not that bad either. Crystal Dynamics have listened to the criticisms levelled at Total Eclipse and have made sweeping changes in the gameplay. One of the greatest flaws in Total Eclipse was the linear pattern to each of the levels. Despite flying a high-tech space fighter, players had no control over the route taken. This isn't the case in Titan Wars though as, although you always end up at roughly the same place, there's a lot of different ways of getting from A to B. This gives the game an added depth and dimension that was sady missing in its disappointing predecessor.

Not only do players have greater freedom choosing where they go, just about every aspect of the game has been enhanced and improved. There's now more weapons, more pick-ups, more enemies, more everything! One of the fundamental weaknesses of the original was that, as a shoot-em-up, it lacked the firepower and fast, furious action that fans of this genre had come to expect - not so with Titan Wars! There's enough death and destruction in here to keep even the most picky shoot-em-up fan happy.

Despite the improved gameplay and stunning FMV, the graphics in Titan Wars are a bit of a let-down. No effort, other than the slightly more intimidating alien ships, has been made to improve them whatsoever. Your own space ship still looks like a lumbering piece of junk with no real animation to give it a more impressive look.

Despite the graphics, Titan Wars is still a decent blast-em-up that should keep conneurseurs of this genre going for quite some time. More casual shoot-em-up participants should beware that the gme is pretty rock hard and can be frustrating. Still, the 8 save game slots allow you to save the game at the end of each level so, if at first you don't succeed, bloody well try again!

One of the coolest features of Titan Wars is the way each mission is flown with other pilots, each controlled by the computer. Nothing new there you might feel, but like StarFox on the SNES, these computer controlled pilots can actually read the situation and help you out. They also keep up a constant barrage of chit-chat via the intercom.





● As Scott struggles to take out the enemy, one of his fellow pilots decides to nip in front of him and lend a hand.







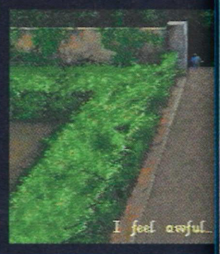


Proscore

79

Don't be put off by the fact that this game follows in the footsteps of Total Eclipse, it's a much better game and well worth taking a look at.

● Infogrames ● £44.99



Alone in the Dark: Jack is Back

Alone in the Dark was one of the moodiest and scariest games on the PC a few years back. Now the sequel comes to the super consoles but does it still fill the pants with pooh? Fearlessly we investigate.

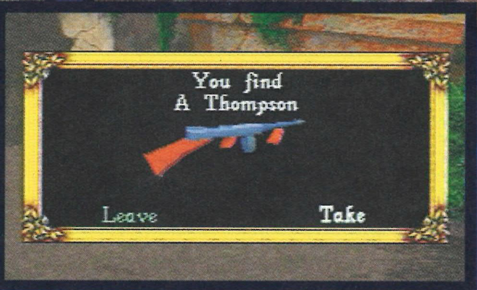


I remember seeing *Alone in the Dark* when it first appeared years ago on PC. It was pretty impressive then with it's switching camera angles and polygon sprites. Having seen it again recently (it's just been re-released on Infogrames White Label) it looks a tad limp but that's not stopped it's sequel coming out on PlayStation recently, and now Jack is Back on the Saturn.

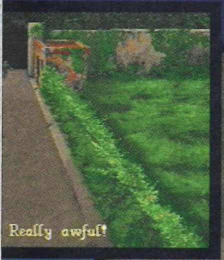
The story takes place in the spooky corridors and overgrown grounds of a sinister mansion where it appears legions of long dead pirates have risen from their watery graves in to make innocent everyday folk's lives a misery. A young girl has been kidnapped and held captive in the house and it's up to you as a private investigator Carnby to rescue her. If you don't know how it works imagine a point and click adventure in which you have direct control of the main character. The idea's to move around various locations collecting objects and using them in the correct locations to solve problems. The puzzles



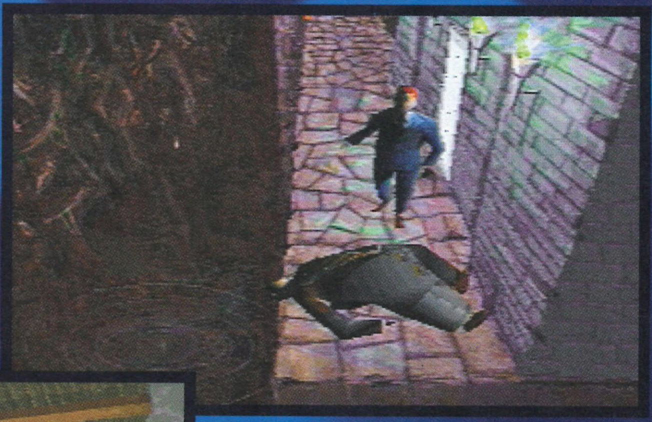




● The backgrounds are very good in this game - it's just a shame that the camera angles are a little bit on the daft side. One minute you're looking at yourself in a fight and the next you're staring at a bush or similar.

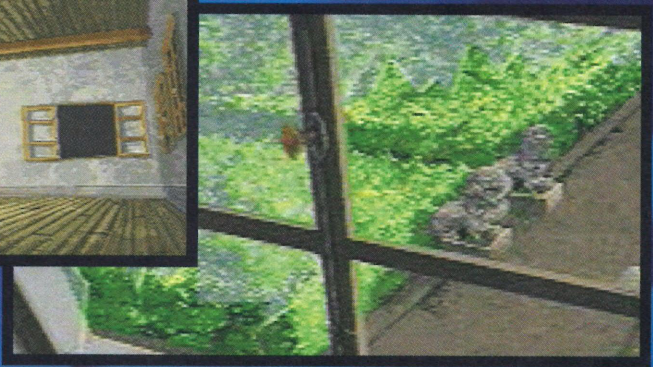






● Some nifty kicks and a few punches later and your first foe is on the ground, about to die. Time to look around the place.









themselves are generally fairly straightforward. Not patronisingly simple but not infuriating so you end up getting hopelessly stuck every five minutes. Much of the challenge is in fending off the numerous sinister shotgun-wielding characters. You can collect various objects that will help you in your quest, but there's very little to throw you off the scent. You occasionally get stuck on a problem, but there's always something that will jog your memory, rather than making you think things through and sort them out. I guess I'm trying to say that it's a little bit too easy.

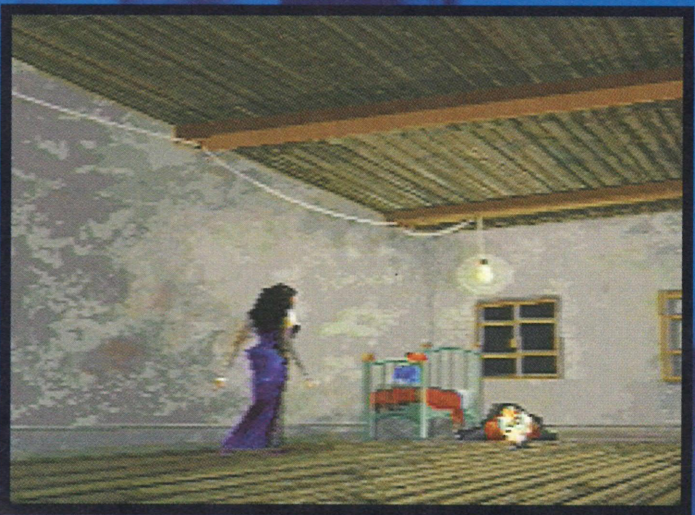
Alone in the Dark has been around for years...

The novelty of the PC game was in the switching camera angles but they tend here to more of a bane than a boon. All too often the view shifts disorientatingly and you can't see who the hell it is you're supposed to be shooting! The maze section is particularly adept at doing this. One minute you're facing your enemy but one wrong step and you're looking at the back of your opponent's head and wondering why you can aim your gun any more!

Players looking for a change from the endless driving, shooting and footy titles on the market might be tempted but so much more could have been done with it and somehow it just doesn't feel like a super-console product. It feels like a dated PC game, and I suppose that's because it really still is a dated PC game. If you think about it, *Alone in the Dark* has been around for donkey's years on the PC but it's only just been converted. Maybe software publishers should concentrate more on programming original games rather than converting every budget title in sight to the Saturn.



● Drop me off here, driver. I've got a bomb to plant and some bad zombies to kill off before I have lunch.



Proscore

79

Looks decent enough, but the gameplay and niggle camera angles will soon get on your nerves. A nice try but falls short of the mark.

Saturn

Review ● MARUBENI ● £44.99 ● OUT JUNE

Galaxy Fight

Anyone for another beat-'em-up? There's more of these games than you could shake a stick at, so does the King of the next-gen consoles need another one. Dino still isn't too sure...

Fair enough. There's plenty of beat-'em-ups on the Saturn, but what with *Ultimate MK3* waiting in the wings, it seems a little bit silly to release another one so soon. Or is it?

Galaxy Fight is a Neo Geo conversion which for the most part, should guarantee excellent quality graphics and some stunning effects. The Saturn is more than capable of handling direct Neo Geo ports and this game proves it. *Galaxy Fight* doesn't differ too much from any other beat-'em-up that you've ever played, although it is a lot bigger than average.

The Neo Geo influence is apparent almost immeadiatley. The sprites are huge compared to most games of this genre. In fact, the only game that I can think of which uses bigger sprites is *Children of the Atom*, but that's a different story. The plot, as always, is pretty obsolete in a beat-'em-up, so I won't bore you with the details. The options in the game are pretty standard as well. One player and two player modes are on offer as well as the usual smattering of options screens and config menus.

Beat-'em-ups have become a little bit stale in this format. Now that *Virtua Fighter 2* has become the most played beat-'em-up on the Saturn, it seems strange that sprite-based games of this ilk are still selling. There is obviously a market for them, but the tried and tested format seems a little bit stale now.

Anyway, more about the game. There are eight characters, each with their own complement (as





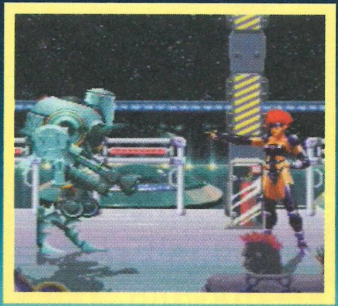


● Listen mate - you may be some kind of Ninja bloke, but I've got a really stupid name and these special jets on my arms that make my punches really hard. God knows how they don't rip my arms out of their sockets!







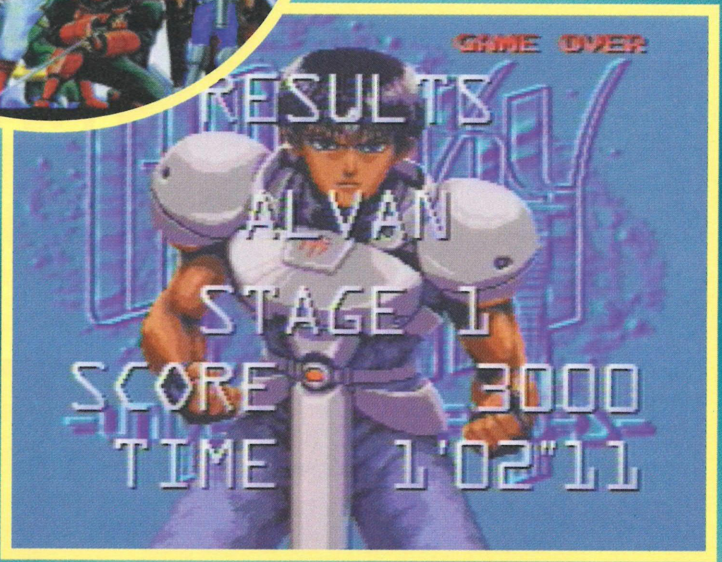


ever) of special moves. The particularly difficult ones can be assigned to either the X or Y buttons, but you can't have more than two. The rest of the moves have to be performed manually by your good selves. Both of the playing modes are very familiar. You pick a character and then get matched against the other characters in the game. If you make it through the lot, you get to finish the game. Not much to it, is there?

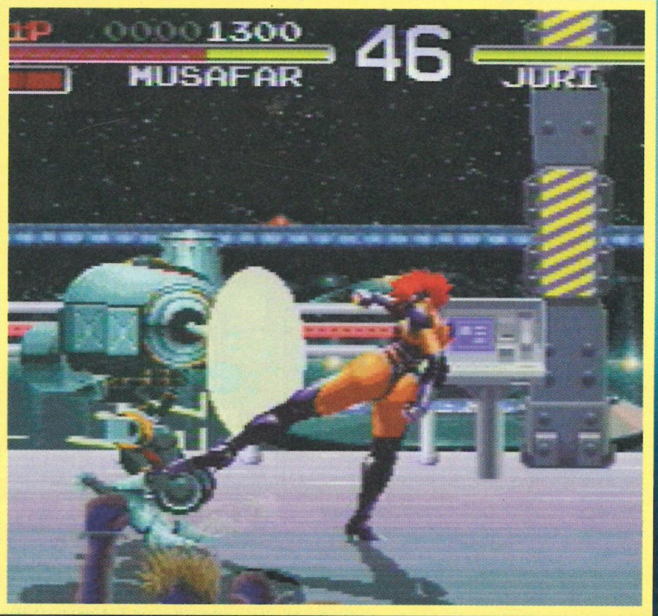
The special moves in *Galaxy Fight* are very remenisant of *Street Fighter*. Rolf, the main 'good guy' has a version of the Dragon Punch, Fireball (well, he actually fires a pistol and Hurricane Kick. The other characters in the game also bear a striking resemblance to characters from SF. Not in looks, however. The thing that gives this massive influence away are the moves; every one of them seems to be a complete rip-off from SF, even down to the way they are performed.

Visually, *Galaxy Fight* is very good. The big, bold sprites and colourful backgrounds are definitely Neo Geo in style and the game is splatered with music and sound effects - a few samples even make themselves heard from time to time. The problem with *Galaxy Fight* however, is not in the presentation. This game has been reincarnated under different names so many times that even without a manual, you can pick up the special moves and character traits without even thinking about it.

If just a little more thought had gone into this game's production, then it would've been a real winner. A tournament mode or even some special stages would've made a change, but as it stands, Galaxy Fight is not different enough from the rest of the herd to make it a worthwhile purchase. Wait a few months and save up your money for *Ultimate Mortal Kombat 3* instead.



● Oh dear. I only got to the end of the first fight. I think a little bit more practice is needed before I can get anywhere near finishing this ruddy game.



Proscore

68

The same as virtually ever other beat-'em-up ever released. Too stale and not enough new features to make it worth looking at.

Playing Tips

ProTips

If you've got any tips or cheats that you think other readers would like to see, then send them into us and we'll see what we can do. Send your tips and cheats to:
ProTips, SegaPro, 14A Union Street, Newton Abbot, Devon. TQ12 2JS.

Road Rash 11

Level 1- $8910 - 07EN POUR
Level 2- $7260 - 05RC 2DRO
Level 3- $26360 - 0K80 3C03
Level 4 - $28660 - 0N64 4JU6
Level 5 - $36060 - 053D 5JUQ

Road Rash 111

Level 1 - UK00101J
Level 2 - KHAF QV30
Level 3 - 9VQC RV09
Level 5 - J1GD TU5A

Second Samurai

Level 2 - 1FC1GFBN
Level 3 - BSI2USDQ
Level 4 - 2SETGKNO
Level 5 - ESEMGIBO
Level 6 - DLMACA1F
Level 7 - 55XURYPS
Level 8 - GFD1GFBN
Level 9 - 6LSWDRTJ
Level 10 - OOK5VVYQ
Level 11 - ULTSDGMJ
Level 12 - X1CRTJKO
Level 13 - N16W35T4
Level 14 - LMNPJJ4U
Level 15 - MA4DNMIC

Pretty Fighter X

Fight As The Boss

Want to play as the evil bossman in Pretty Fighter X? Well follow this cool cheat from Mathew Craig in Dorset. On the title screen, press and hold X, Y, Z and Start. You should now be able to select the boss on the character select screen.

Dynamite Headdly

How to beat Mad Dog

After Mad Dog falls on to the screen and jumps to the left he will start wagging his tail. Jump up and hit it to do some damage. Mad Dog will alternate between attacking and leaving himself vulnerable, as he continually drops from the ceiling. Use the freeze-head to freeze Mad Dog when his tail is in view. Then repeatedly hit the tail.

Skitchin'

Level 2 - R22I Y3WG ZWOO
Level 3 - JRQM VOQL GCR2
Level 4 - STUD OBFL X5FA
Level 5 - R2HK PA13 SRJO
Level 6 - 1JJL HCWQ FK3W
Level 7 - 1JJM QVWD F1VW
Level 8 - OKFL 3OM5 GJNQ
Level 9 - PCXI ORL5 Y2DM
Level 10 - BFYM NFRG YSH1
Level 11 - OM22 G3B4 GT2C
Level 12 - FYK5 4OGY BAMV

Maximum Carnage

On the first rooftop level (third stage) beat up the watertank to the top right of the roof. You will then be able to throw the tank at doppleganger and collect the extra continue underneath.

Mortal Kombat 3

Kick ass with these nifty cheats.

Smoke Kode

On the screen which says MKIII press A, B, B, A, Down, A, B, B, A, Down, Up, Up. The screen should go brown and you'll hear the word 'Smoke'. Now go to the character select wher you should see Smoke.

Cheats

On the screen which says MKIII, Start and Options, press A, C, Up, B, Up, B, A, Down. A new option entitled 'cheats' should appear.

Secrets

On the same screen as the 'cheats', press B, A, Down, Left, A, Down, C, Right, Up and Down.

Killer Kodes

On the same screen as above, press C, RIght, A, Left, A, Up, C, Right, A, Left, A and Up.

Endurance Towers

Place the highlighter on 'start game' as if you were going to start as normal and then hold down A, B and C before pressing start. Four towers should now appear. If you get a friend you can play against each other in 'endurace mode'.

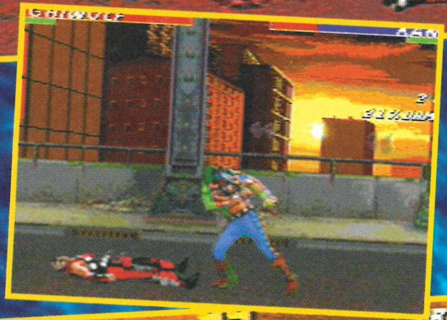
Kombat Kodes

No Abuse - SMM SMM
Disable Timer - GGR DDD
No Powerbars - SKR MY3
Disable Throwing - MDD MDD
Disable Blocking - DYD DYD
Winner V's Smoke - YDZ YDZ
Winner V's Shao Kahn - D33 ZG?
Winner V's Motaro - SGG M?M
Winner V's Noob Saibot -RGS 3?Y
Player 1 Half Energy - D33 DDD
Player 1 Quarter Energy - RDR DDD
Player 2 Half Energy - DDD D33
Player 2 Quarter Energy - DDD RDR
Psycho Kombat - SKZ MYZ
No Fear - YKY YKY

Symbols

D - Dragon
M - MK Logo
Y - Ying Yang
3 - Three
? - ?
Z - Lightning
G - Goro
R - Raiden
K - Shao Kahn
S - Skull







Your Letters!

Protest

Email: nickr@paragon.com



STAR LETTER

Sonic for Saturn

Dear Protest

I heard a rumour recently that Sega are working on a Sonic game for the Saturn, is this true? I certainly hope it's not. Sonic, to me, says Mega Drive and with competition from the PlayStation and Ultra 64 threatening, Sega want to be convincing people the Saturn is a 'next gen' console, not a Mega Drive. A new console deserves new ideas, new characters, new games. So come on Sega, think of something slightly original and give Sonic the elbow. If we'd wanted to play Sonic games, surely we'd have kept our Mega Drives?

That brings me to another point, why has everyone dropped the Mega Drive like it's got some sort of lurgy? I actually gave mine to my younger brother as a B'day present, but there hasn't been a decent MD game out since the Saturn arrived. I've heard there's still over a million MD owners still in this country, but nobody's catering for their needs. Why? If there's that many owners, surely there's an opportunity for someone to make an absolute fortune, whilst also keeping existing MD owners happy with new releases. Hell, if only I knew how to programme games!

Oh, before I go, lads, you've got to sort the mag out. It's becoming increasingly hard to wlak into the newsagents and pay £3 for what is near enough a leaflet! Whenever I walk in to my local newsie, everyone looks at me and starts sniggering as I pick Sega Pro up and pay for it at the counter. Save me from further embarrasment and put the number of pages back up to something respectable, like 200!

The rumour you heard is true, Sega are planning the release of a new Sonic game. Having proved popular on the 16 bit Mega Drive, they're hoping the game will be similarly successful on the Saturn. Whether it will be, or not, is hard to say, but you don't have to worry about the game's quality. It's going to be every bit a winner. Everything from the graphics to the gameplay has been reworked - you won't recognise it!

As for the Mega Drive, I agree with you wholeheartedly. Publishers have been so quick to stop developing titles for the machine and yet it's in more homes than any other console. Publishers are like us gamers though, they want to be playing, or working on the best machines around. It's kinda sad for all the Mega Drive owners, but that's just the way it goes.

Regarding the number of pages, you've been saved from any further embarassment, but not because the number of pages is going back up, but because this is the last copy of the mag. Yep, it's sad, but true. Sega Pro est mort!



Sorry State...

Dear Sega Pro

I'm writing in to complain about the state of the magazine and the state of the Sega scene in general. I'm not having a go at you guys because I know one problem is linked to the other. However I think I have a few things which need to be said. I have always been a big Sega fan. I had a Master System and then a Mega Drive which blew my mind at the time. I also got a Mega CD but not a Game Gear as there weren't many games for it. Of course when the Saturn arrived I went straight out and bought one. I never even considered a PlayStation because of all the great things Sega had done in the past but now I'm convinced I made a mistake. I used to buy games but now I rent them from Blockbuster so I can play them first. A lot of games I bought when I first got the Saturn on the strength of glowing magazine reviews but when I got them they were crap. I can't understand why all the magazines gave Panzer Dragoon high ratings because it's just a Space Harrier rip-off and not even a very good one. I admit it looks nice and I was quite impressed for about five minutes but it's so boring. That was 45 quid wasted. I also got Daytona USA after everyone said it was the same as the arcade and that turned out to be bullpats. The screen display is tiny, the scrolling's jerky and the scenery builds up in horrible big lumps. Bug was alright at first but soon got boring. So that's nearly 150 quid's worth of games which I played for about two weeks in total!

That's why I stopped buying games and started renting them instead. This way I've been able to play most new Saturn releases and I'm sorry to say the only one I've been tempted into buying is Sega Rally. It's brilliant but everything else is sh*te!

You'd have thought Sega, who've been in this business from the start, would have had the edge on Sony but it seems to be the other way around completely.

That brings me onto my second point. Your magazine. It's now 36 pages (as if you didn't know) and there just isn't enough stuff coming out to fill a bigger mag. Even less if you're looking for decent stuff. At 36 pages the magazine simply isn't good value for money, a bit like the Saturn. I am intending to trade mine in for a PlayStation or maybe wait for the Ultra 64 so this is the last time I will be reading your magazine (issue 57). I suggest you call it a day now while Sega Pro is still fondly thought of. This is not a critisism of yourselves but it's the way I see things. For the last time, cheerio!

James Higginbottom, Cheshire



Come now, James. Don't you think you're being just a wee bit harsh. There's no denying the PlayStation has more titles which is a credit to Sony's marketing people but in terms of quality things aren't as one-sided as you seem to be suggesting. Virtua Fighter 2 can match anything Tekken has to offer. Sega Rally, as you mention, is the best racer on any format and there are a vast number of other games which are more than worth a look. Adventures like D are becoming popular and that one in particular will have your pants filling in fear.

No laughing matter

Dear Sega Pro

I've got a joke for you.

Q. How many Sony PlayStations does it take to screw in a lightbulb?

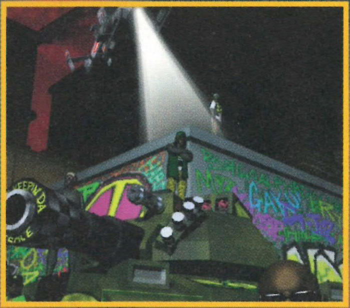
A. It doesn't really matter cos they're not much good for anything else anyway!

Ha ha ha!

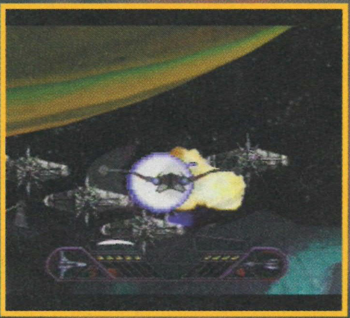
The Amusing Sega Pro reader, Somewhere in England

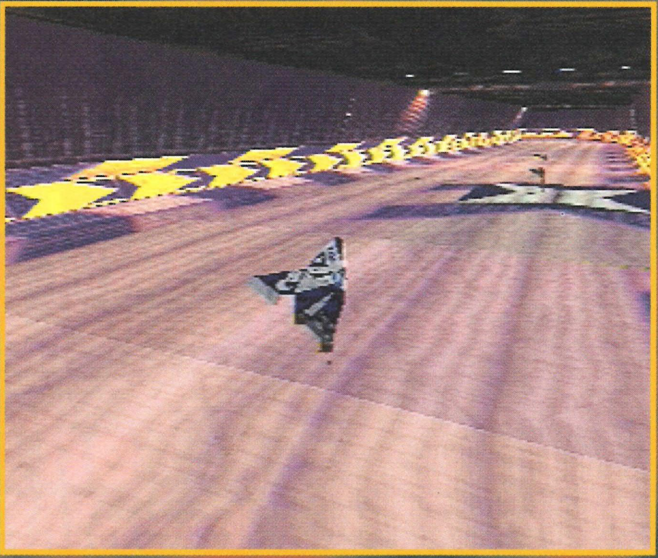


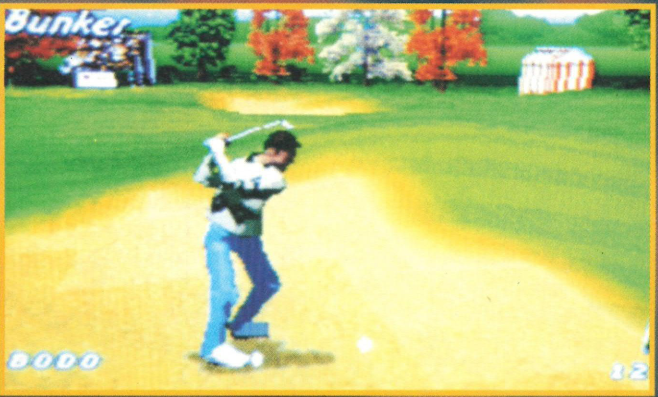
Err, thanks for that, but when does your channel 4 show start?



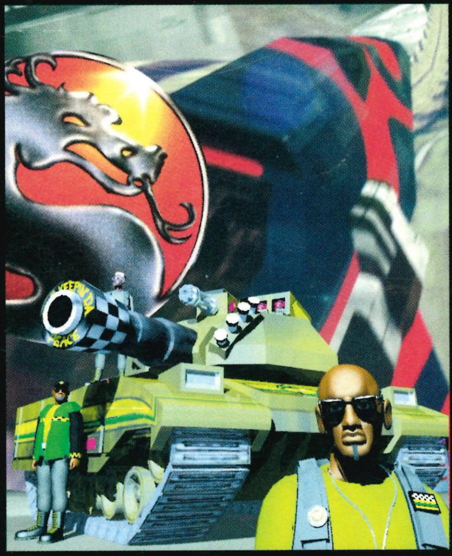








Sega Pro



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